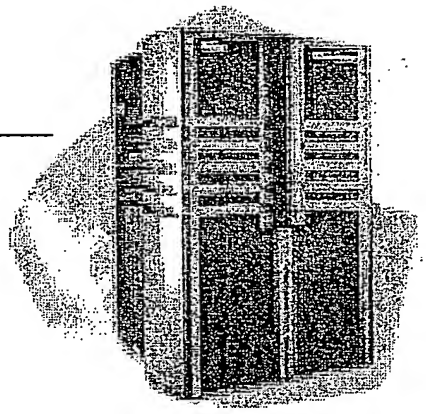


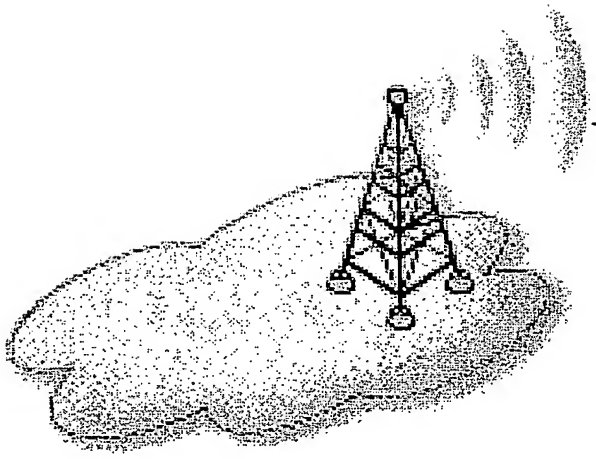


FIGURE 1

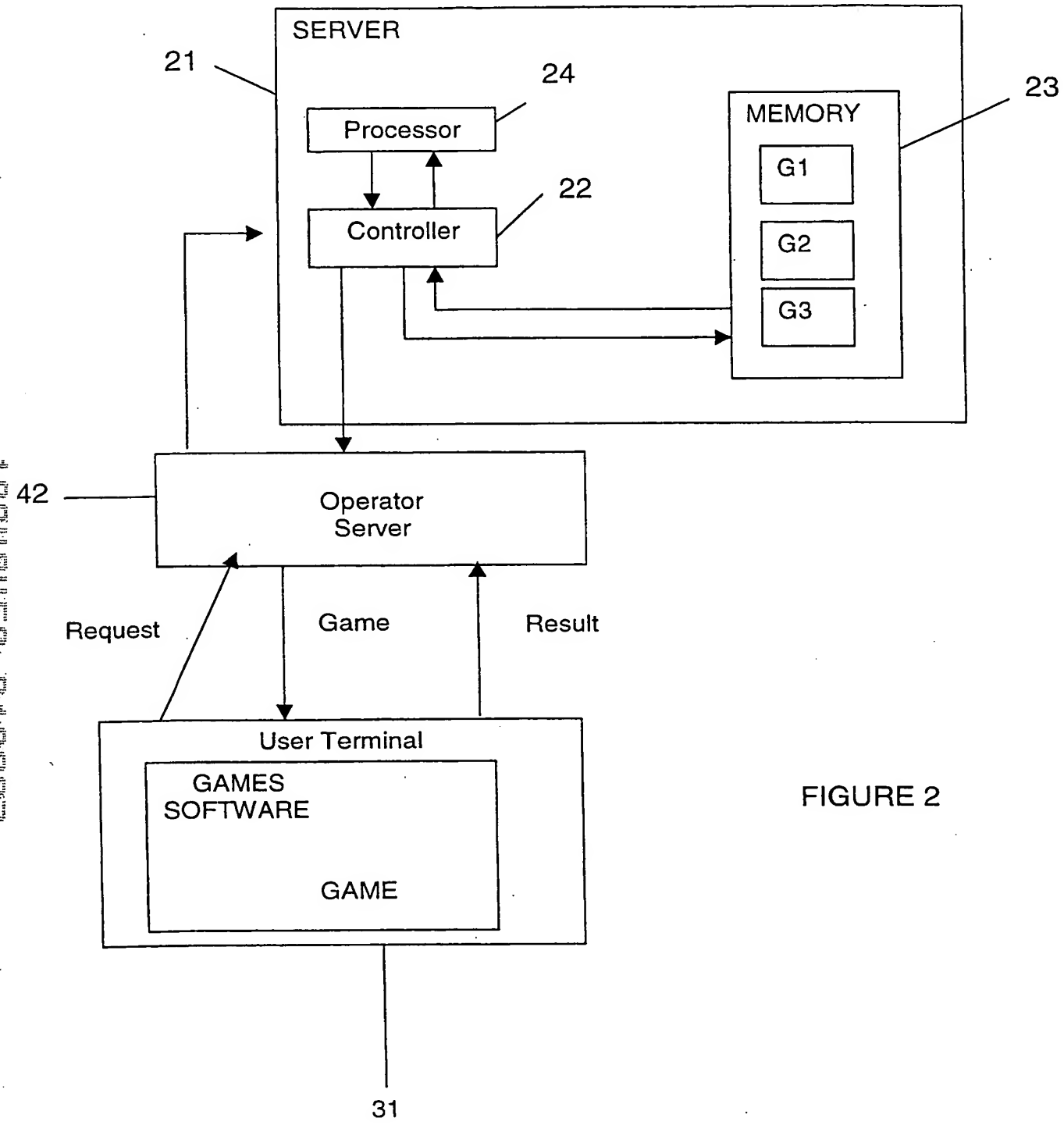

SERVER
21
24
23
Processor
MEMORY
G1
22
Controller
G2
G3
42
Operator
Server
Request
Game
Result
User Terminal
GAMES
SOFTWARE
GAME
31

FIGURE 2

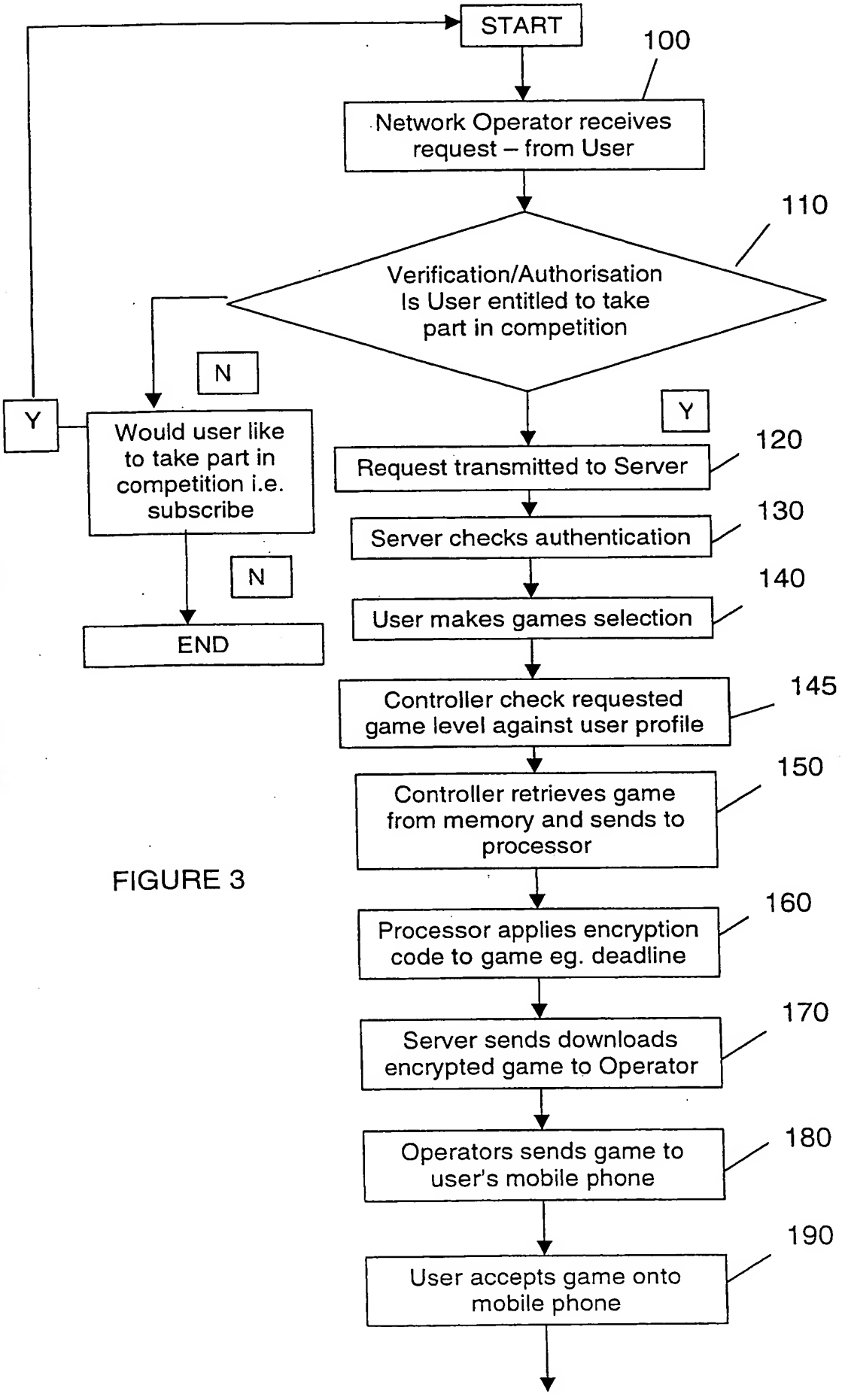
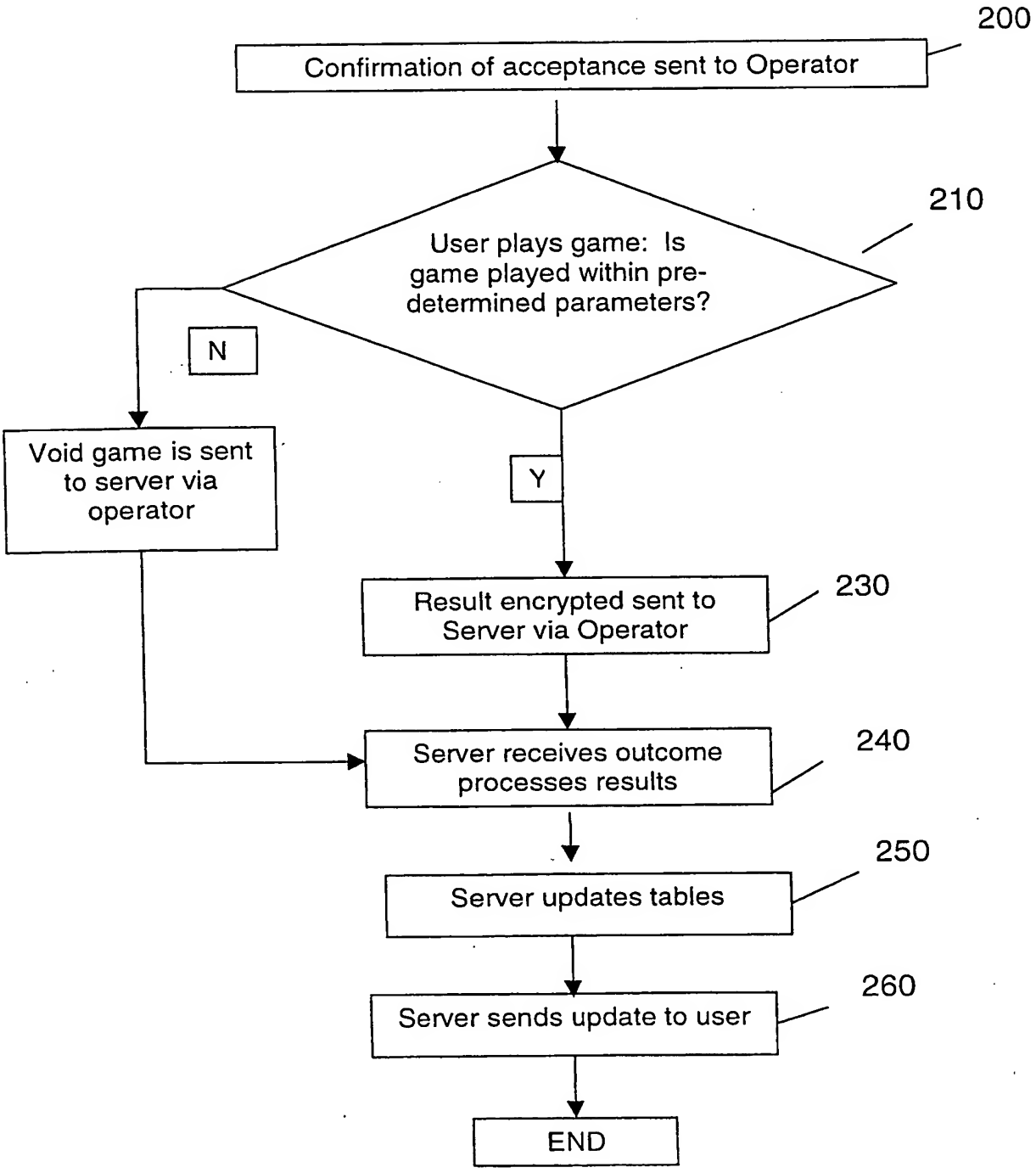

START
100
Network Operator receives request – from User
110
Verification/Authorisation Is User entitled to take part in competition
N
Y
Would user like to take part in competition i.e. subscribe
Y
N
END
120
Request transmitted to Server
130
Server checks authentication
140
User makes games selection
145
Controller check requested game level against user profile
150
Controller retrieves game from memory and sends to processor
160
Processor applies encryption code to game eg. deadline
170
Server sends downloads encrypted game to Operator
180
Operators sends game to user's mobile phone
190
User accepts game onto mobile phone

FIGURE 3


200
Confirmation of acceptance sent to Operator
210
User plays game: Is game played within pre-determined parameters?
N
Y
Void game is sent to server via operator
230
Result encrypted sent to Server via Operator
240
Server receives outcome processes results
250
Server updates tables
260
Server sends update to user
END